

★ A SOFTWARE ADVENTURE

On Crack of Doom



The final challenge for power
in *The Lord of the Rings*...

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The Final Challenge for Power

To Load The Crack of Doom Commodore 401111 Version

1. Turn on your disk drive, computer, and monitor. When the red 'on use' light on the disk drive is off, insert the Crack of Doom disk. CDS users must align their hardware for CDS software (type CTRL or press the Commodore key while turning on the computer).

2. At the READY prompt, type LOAD ""3.1" [Return] and wait two minutes for the program to load. Type TOP for pictures or NOP for text only.

3. When the game begins, you see text, and (if pictures were chosen) a picture appears. Press any key to return to text. If successful, flashes on the screen, your key flag means to text.

4. The Crack of Doom is programmed to play in "real time." To halt the game at any point, simply hit the spacebar once. To restart play, hit the backspace key. You can also type PAUSE to halt play. Neither selection represents a "win" in the game.

5. To SAVE a game, see below. To load a saved game, type LOAD [Player]. Enter the name of the saved game you want to load. Type LOAD after you load a saved game to see where pictures.

6. To leave the game, type QUIT [Return]. At this point you can type "newgame" when the program asks for a file name to start a new game from your program disk. Two cautions: 1. It's faster when it turns off the computer and starts from scratch in other memory, and 2. If you were playing without pictures in your last game, the extra drives will prevent in your new game (if you selected pictures, you'll get pictures again.)

To Save Games in Progress

Save games on a disk rather than the program disk. The disk must be formatted. Each disk holds 3-4 games.

Type SAVE [Player] at the point you wish to save. Replace the program disk with a blank formatted disk or a Crack of Doom saved game disk. Type a name for the game [Return]. The screen returns straight into the game in saved.

As prompted, replace the program disk and press a key to continue.

Quickly replace the program disk after changing a saved game. Some machines may require two keypresses for text and immediately proceed after loading a saved game. If the program does not read a picture from your saved game disk, it can be corrupted.

If you are not playing with pictures, you may leave the saved game disk in the drive once the program has been loaded and memory.

Use upper or lower case for file names. Commodore DOS may not find your saved game if you type "CELL" for the game you saved as "cell."

To Print

Type PRINT [Return], then turn on your printer. While you are using PRINT, the pictures are not displayed. To view them again, type NOPPRINT and turn off the printer. Low memory may inhibit PRINT on some machines.

Notes and Tips

Read the user's guide for complete playing instructions.

Turn off the computer before loading Crack of Doom to ensure that random memory is cleared out. A fast load cartridge is recommended.

The program may not load if any peripheral is attached to the disk drive. Detach all peripherals, turn off the computer, and then again reattach the printer after the program is loaded. Or, turn on the computer peripherals and reload. A printer connected but turned off may be the problem.

If you are using non-Commodore equipment, refer to the back of the package and the Software Compatibility Diagram in the user's guide.

A Note to Users

We appreciate your comments about the program. Please write us at:

Adrian/Windley Publishing Company
Commodore Software Support
Route 138
Piquette, MI 49150

Please return your registration card to Adrian/Windley. See the user's guide for complete warranty information.

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